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CLAIMS

1. A sensing ball game apparatus for playing a ball game by displaying at least a ball character on a screen of a television monitor, comprising:
 - an input device to be moved in a three-dimensional space by a game player;
 - 5 signal output means incorporated in said input means to output an acceleration correlated signal according to an acceleration upon moving said input device in the three-dimensional space; and
 - a game processor for receiving the acceleration correlated signal and causing a change in the ball character displayed on the screen.
- 10 2. A sensing ball game apparatus according to claim 1, wherein said game processor determines a moving speed of said input device on the basis of the acceleration correlated signal, and a parameter for the change in the ball character on the basis of at least the moving speed.
- 15 3. A sensing ball game apparatus according to claim 1 or 2, wherein said signal output means includes wireless signal transmitting means to wirelessly transmit the acceleration correlated signal to said game processor.
4. A sensing ball game apparatus according to any of claims 1 to 3, further comprising an infrared-ray storage medium;
 - 20 said game processor including at least operation processing means, image processing means, sound processing means and a memory;
 - said operation processing means executing a program code stored in said information storage medium and calculating at least a position, moving direction and speed of the ball character on the basis of an acceleration correlated signal outputted from said signal output means;
 - 25 said image processing means generates image information including the ball

character by use of image data stored in said information storage medium under control of said operation processing means;

 said sound processing means reproducing sound by use of sound data stored in said information storage medium under control of said operation processing means;

5 said memory being used for at least said operation processing means to hold a progress and result of an operation.

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5. A sensing ball game apparatus according to claim 4, wherein said information storage medium includes a non-volatile semiconductor memory.

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6. A sensing ball game apparatus according to any of claims 1 to 4, wherein
 said ball game is a baseball game,
 said input means including a bat input device,
 said game processor causing a change in the ball character according to the
 acceleration correlated signal from said bat input device.

7. A sensing ball game apparatus according to any of claims 1 to 4, wherein
 said ball game is a baseball game,
 said input device including a bat input device and a ball input device,
 said game processor causing a change in the ball character according to the
 acceleration correlated signal from said bat input device and the acceleration correlated
 signal from said ball input device.

20 8. A sensing ball game apparatus according to any of claims 1 to 4, wherein
 the ball game is a table-tennis game,
 said input device including a racket input device,
 said game processor causing a change in the ball character according to the
 acceleration correlated signal from said racket input device.

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